SAVAGE GO
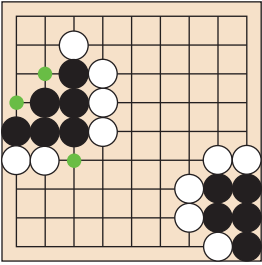by Mark Steere

Figure 1

Figure 2a

Figure 2b

INTRODUCTION
Savage Go is a variant of Go in which there can be multiple stone placements per turn. It's played on a rectangular grid of any size, initially empty. Mark Steere designed Savage Go in September 2023.

PLAY
The two players, Black and White, take turns placing a number of their own stones onto unoccupied points (line intersections) on the board, starting with Black. Passing is not allowed, but if you don't have any placements available, your turn is skipped.

OBJECT OF THE GAME
Savage Go is a game of annihilation. You win by capturing all of the enemy stones on the board.

GROUP
A group is comprised of one or more like-colored stones interconnected via horizontal or vertical adjacencies, or both.

LIBERTY
A liberty of a group is an unoccupied point horizontally or vertically adjacent to it.

BOUNDED GROUP
A group is bounded if it has no liberties. In **Figure 1**, the upper left black group has three liberties (green dots). The lower right black group is bounded.

CAPTURES
If enemy groups are bounded by your placements, all enemy groups so bounded are removed, concluding your turn. You're not allowed to self-bound unless doing so contributes to enemy groups being completely bounded during your turn, in which case your bounded groups will be unbounded by the removal of the bounded enemy groups. There is never occasion for you to remove your own groups.

You must make all of the placements you're entitled to and which you legally can before removing any enemy groups. No friendly groups should be bounded at the conclusion of your turn.

NUMBER OF PLACEMENTS PER TURN
If you capture N enemy stones on your turn, your opponent must place N+1 stones on his next turn, or as many stones as he legally can up to N+1.

In **Figure 2a**, Black has placed one stone (yellow dot), bounding two white groups (5 red dots). The two bounded white groups are removed, concluding Black's turn.

In **Figure 2b**, White has placed 6 stones (5+1), bounding three black groups (red dots), which must be removed to conclude White's turn.

AUTHOR'S NOTE
Feel free to publish this rule sheet, and to program the game of Savage Go for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark St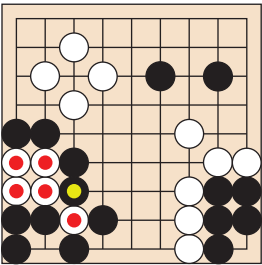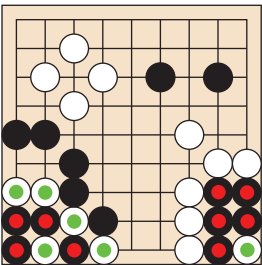eere. My other games can be found at marksteeregames.com.